I, ROBOT

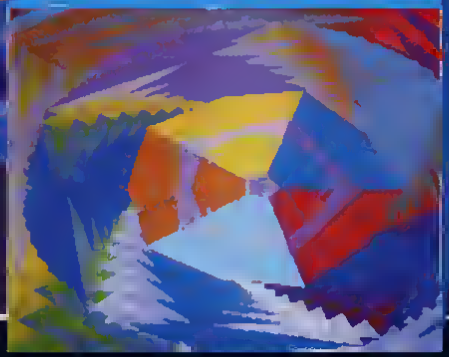
ATARI®

All new system technology, over two years in development, offers awesome 3-dimensional graphics, startling animation and exciting game play not possible until now.

- New "Viewpoint" feature allows players to change angle of playfield to an overhead view of the entire terrain or to a ground level view where shooting enemy objects is worth more points.

- New "Doodle City" offers dynamic interactive computer entertainment as an alternative to game play. Players can choose a world of unlimited creativity where the

Higher levels are selected by entering "Transporter"



"Doodle City" is a dynamic game play alternative.

I, ROBOT graphics can be manipulated in an infinite variety of moving colors, shapes, and patterns.

- Over 100 different levels featuring 22 unique playfields with space waves and bonus waves in between make each round a new adventure.
- New "Transporter" feature allows players to select higher levels for extra skill incentive.
- Game play hints are given in the attract mode and at the end of each game to encourage more repeat play.

d zones are eliminated

Robot must enter a red pyramid every third wave

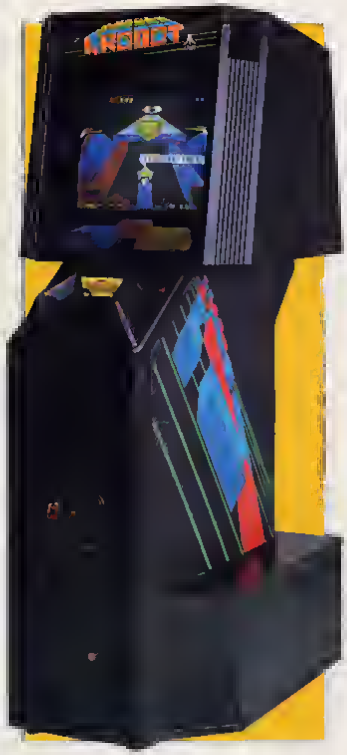
4 REDS

r levels, Birds be destroyed

At middle levels, Beach Balls must be dodged

At higher levels, Space Sharks must be avoided

I, ROBOT leads a new revolution



I, ROBOT is easy to learn, not so easy to master The fun begins with this challenge "You are an unhappy Interface Robot (#1984) in rebellion against 'Big Brother' and his 'Evil Eyes' The Evil Eye dictates the 'Law' The Evil Eye will kill you if it sees you breaking the Law Your mission is to destroy the Evil Eye"

The "Law" is simple—no jumping! The player controls a Robot in a battle against the Evil Eyes The object is to jump only when the Eye is not looking If the Eye is red, it "sees" the Robot jumping and will destroy him

The Robot must advance by jumping to all the red zones. Each time the Robot lands on a red, one of the Eye's protective shields is destroyed When all red zones are eliminated, the shield is automatically destroyed and the Robot can terminate the Eye and reach the magic Pyramid

While in the various playfields, the player's life is threatened by ranks of nasties released by the Eye that must be dodged or destroyed—killer birds, giant beach balls, pyramid mines, and buzz saws are just a few

Every third terrain presents a red Pyramid which the Robot must enter after destruction of the Eye. Inside, there is only one chance to collect the jewels If the Robot is "killed", he is immediately thrust back into a space wave

After the Eye is destroyed, the Robot journeys through space to liberate other worlds

In space, the player can achieve a bonus for shooting all tetrahedrons. An extra life is awarded for spelling "I, ROBOT", by shooting the individual letters as they appear sequentially in various space waves

To increase challenge at higher levels, an awesome "Viewer Killer" appears after completion of level 26 to chase the *player* (not the Robot) The Viewer Killer can be avoided by using the Viewpoint feature

Controls.

The player moves the Robot with an analog "Hall-effect" joystick (no pots to wear out) Fire buttons are used to shoot obstacles After game play begins, the start buttons are used to change playfield viewing angle.

High Score Table.

High score table records top ten game scores Plus, a new Space High Score table keeps track of space wave scores separately from the total game scores and awards a special bonus for getting the best score in any particular space wave

Special Add-A-Coin.

After a game is finished, the player has a limited amount of time to begin a new game at the last level completed in the previous game.

Operator Options.

Options include selectable number of player lives, adjustable bonus intervals and adjustable coinage.

Dimensions.

Height 68 5 in, 174 cm, Width 25 25 in, 64 1 cm, Depth 36 in, 91 4 cm, Weight 380 lbs, 158 8 kg, 19" monitor

New T-Shirt and Location Poster

Promote I, ROBOT with these hot promotional tools An I, ROBOT poster is included free in every game On location this poster can create excitement and awareness of how to play For T-shirts and additional posters, call ATARI Customer Service at (408) 943-1120

Distributed by

MUSIC-VEND DISTRIBUTING CO.
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SEATTLE, WA 98124

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